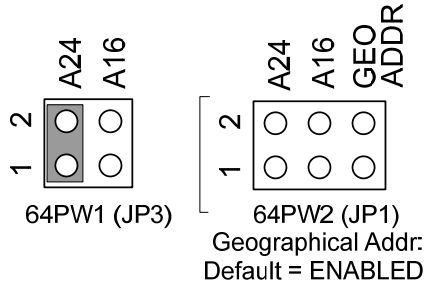
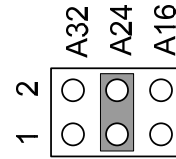


VME 64xxx Board Addressing

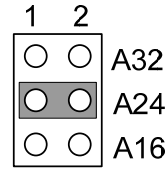
1. Locate Model Number (64xxx) and its associated Jumper Block pictured below.
2. Select address mode A32, A24, A16 or Geographical Addressing and position jumper accordingly. Default position is for *address mode A24* shown below:



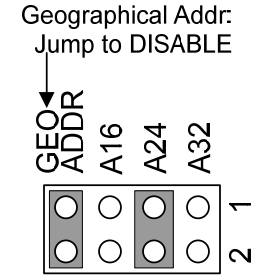
64RS1 (JP3)
64CS1 (JP1)
64DS1 " "
64DL1, OLD w/3 position JP1



64CA1 (JP3)
64LD1 (JP1)
64SD1 OLD w/3 position JP1



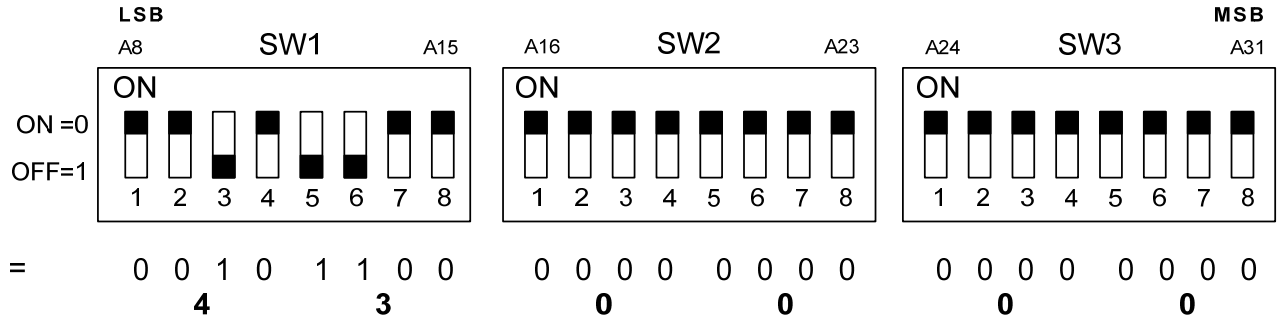
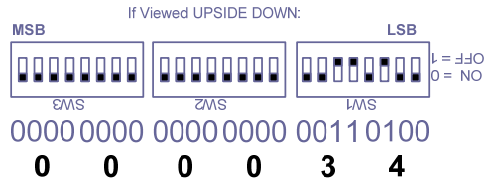
64C1 (JP2)
64C2 (JP12)
64CA3 (JP2)
64CS3 (JP2)
64CS4 (JP6)
64D1 (JP2)
64DT1 " "
64LD1 " "
64LD2 " "
64RS2 " "
64RS3 " "
64SD3 " "
64SW2 " "
64DS1 NEW rev D 4 pos'n JP1
64DL1 NEW w/4 position JP1
64SD1 NEW w/4 position JP2



3. When not using geographical addressing, select base address using SW1, SW2 and SW3. If geographical addressing is implemented, the base address switches SW1, SW2 and SW3, and address shunts, will be disabled (ignored). When using A16 address mode, SW2 & SW3 are ignored. When using A24 address mode, SW3 is ignored. Default base address is 0x000000, where all bits for SW1, SW2 and SW3 are ON. Configure accordingly. See examples:

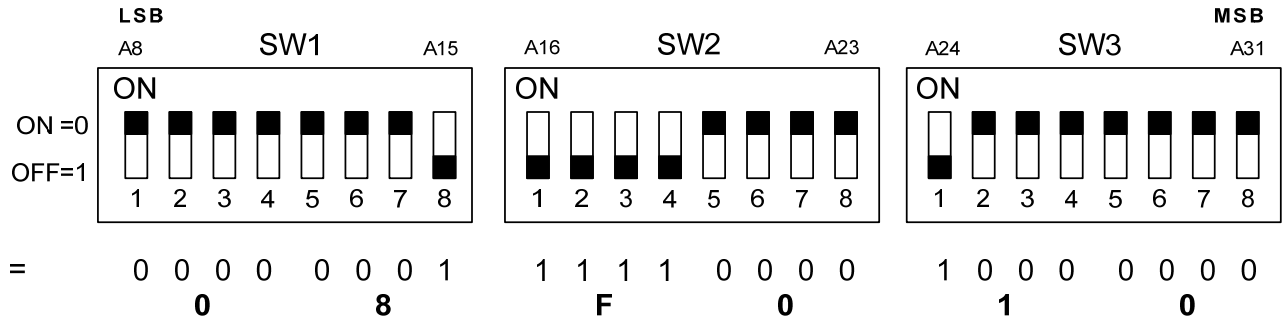
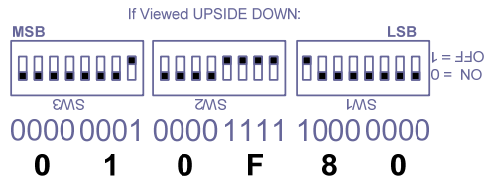
EXAMPLE 1:

Base Address **0x00003400**



EXAMPLE 2:

Base Address **0x010F8000**



NOTE: FOR 256 byte boundaries, A8 is used and can be ON or OFF
FOR 512 byte boundaries, A8 MUST BE ON. (Memory Map exceeds 100 Hex.)